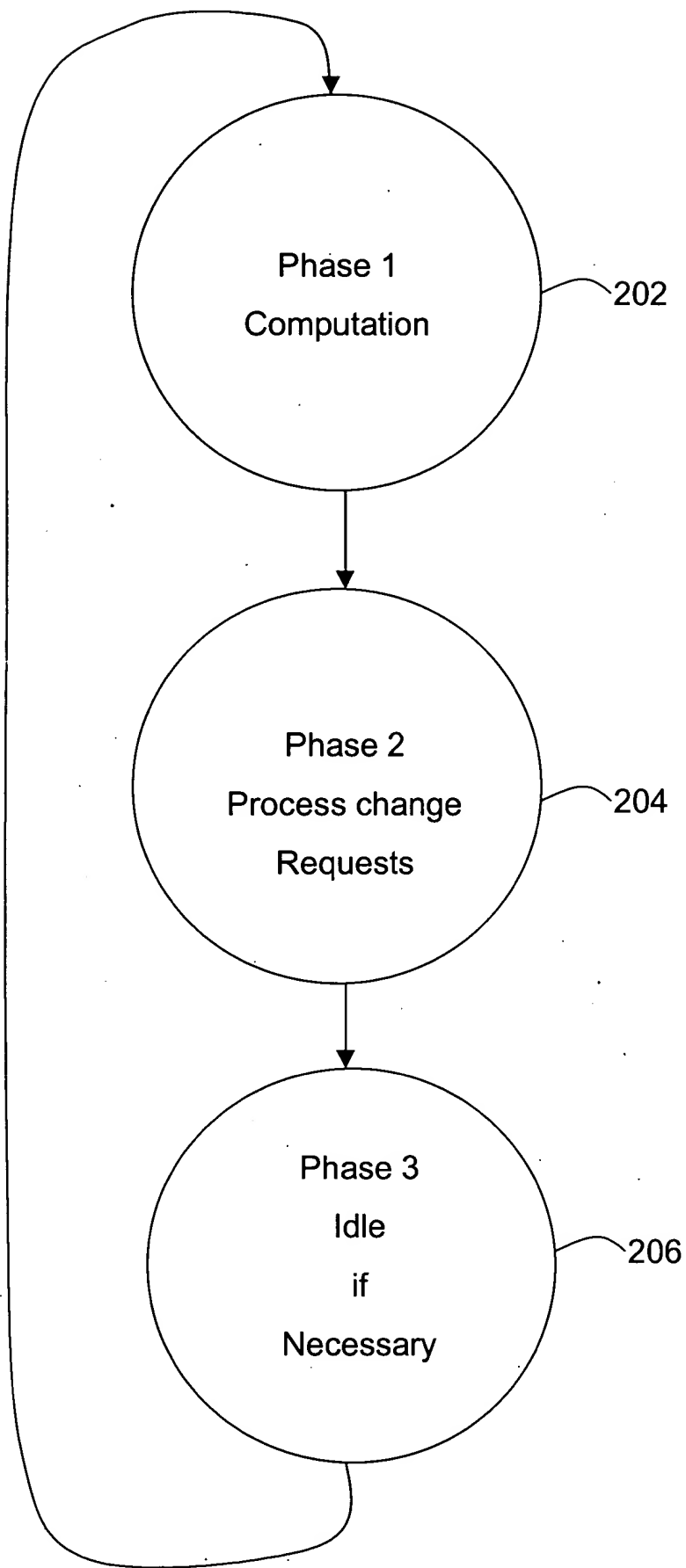
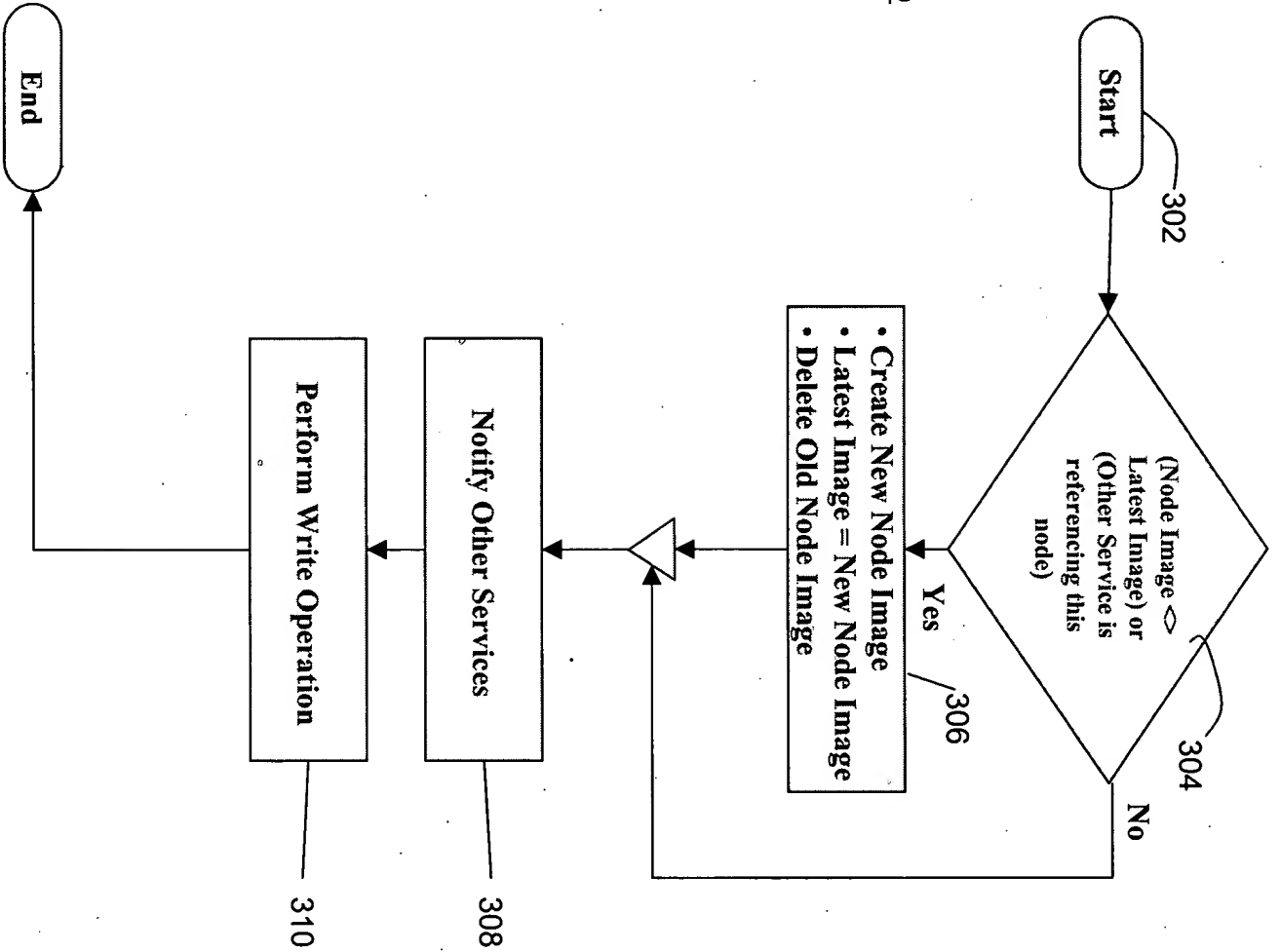


**Fig. 1**

Fig. 2



**Fig. 3**



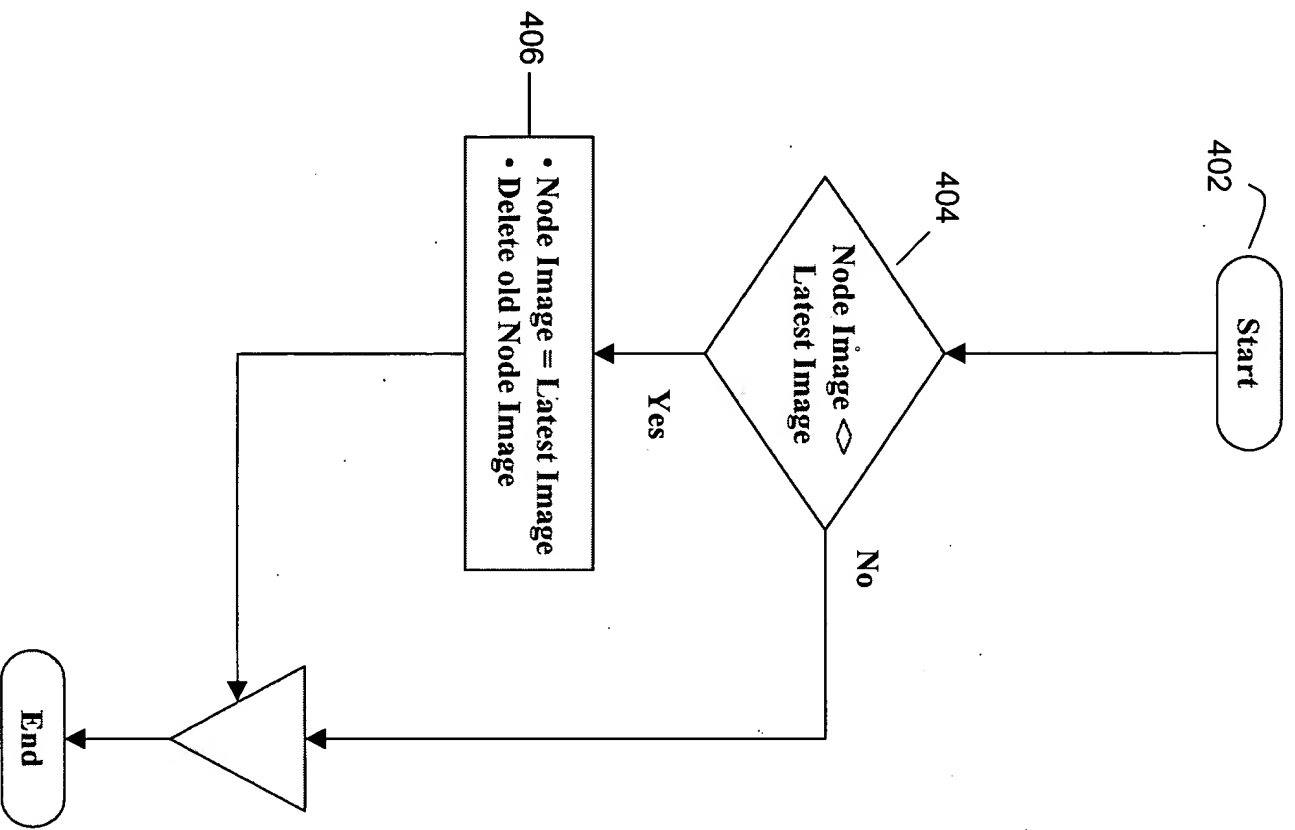


Fig. 4

Attributes are read by Services, Attributes are written indirectly by creating write operations which are performed by a single unique Service, the Simulation Service. The process of updating attributes is "frame safe". Each Service can be running at a different "frame rate".

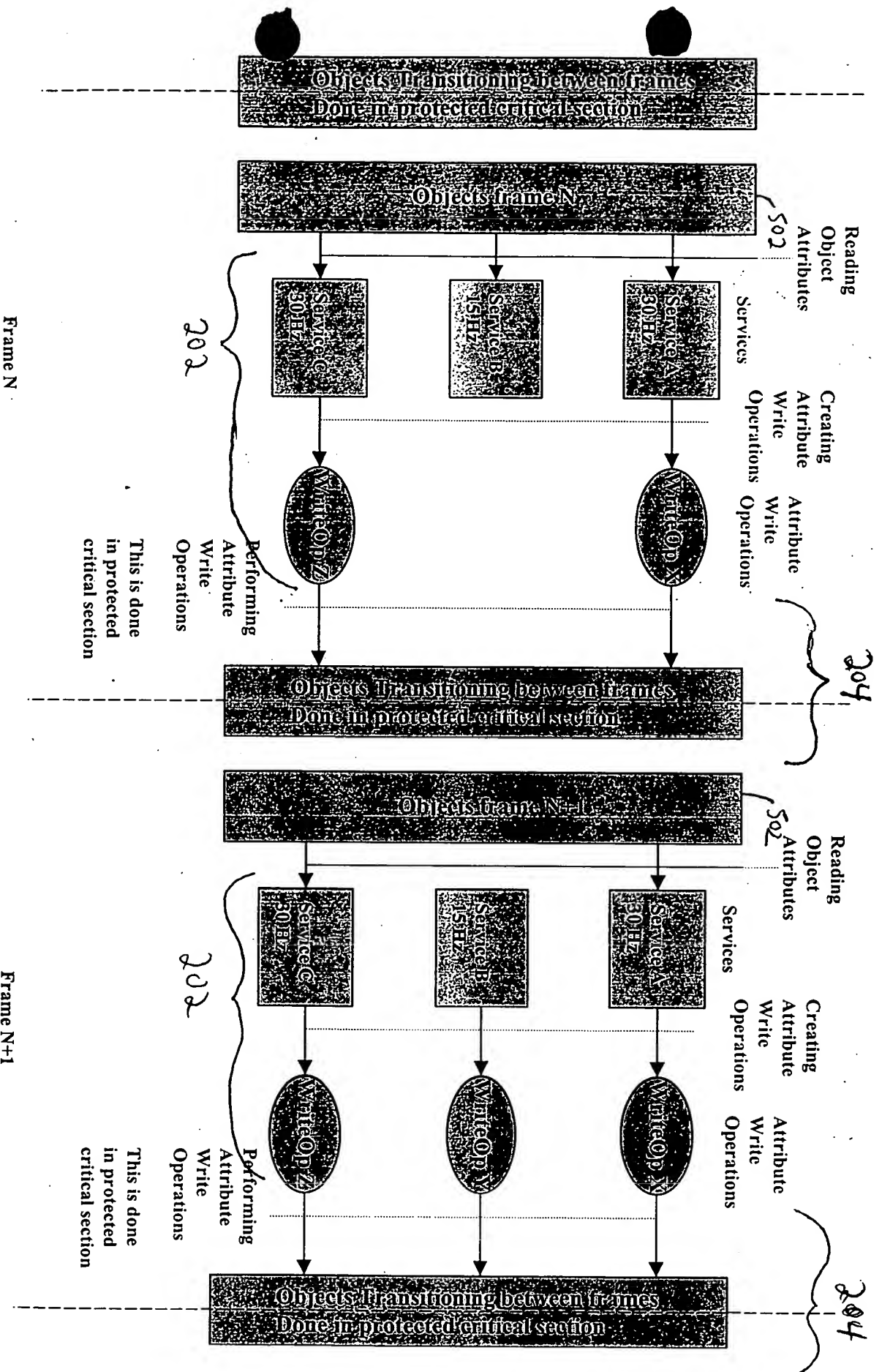


Fig. 5

Fig. 6

Services are running at independent frame rates (using different periodic time).  
Each Service is running in a separate thread

